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INTERNSHIP REPORT

ON

ONLINE APTITUDE TEST MANAGEMENT SYSTEM

PROJECT

BY

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Date: 2024/02/25

ONLINE APTITUDE TEST SYSTEM

Abstract

The purpose of on-line aptitude test system is to take online test in an efficient manner and no time wasting for checking the paper. The main objective of on-line aptitude test system is to efficiently evaluate the candidate thoroughly through a fully automated system that not only saves lot of time but also gives fast results. For students they give papers according to their convenience and time and there is no need of using extra thing like paper, pen etc**.** This can be used in educational institutions as well as in corporate world. Can be used anywhere any time as it is a web based application (user Location doesn't matter). No restriction that examiner has to be present when the candidate takes the test.

Every time when lecturers/professors need to conduct examinations they have to sit down think about the questions and then create a whole new set of questions for each and every exam. In some cases the professor may want to give an open book online exam that is the student can take the exam any time anywhere, but the student might have to answer the questions in a limited time period. The professor may want to change the sequence of questions for every student. The problem that a student has is whenever a date for the exam is declared the student has to take it and there is no way he can take it at some other time. This project will create an interface for the examiner to create and store questions in a repository. It will also create an interface for the student to take examinations at his convenience and the questions and/or exams may be timed. Thereby creating an application which can be used by examiners and examinee's simultaneously.

Examination System is very useful for Teachers/Professors. As in the teaching profession, you are responsible for writing question papers. In the conventional method, you write the question paper on paper, keep question papers separate from answers and all this information you have to keep in a locker to avoid unauthorized access. Using the Examination System you can create a question paper and everything will be written to a single exam file in encrypted format. You can set the General and Administrator password to avoid unauthorized access to your question paper. Every time you start the examination, the program shuffles all the questions and selects them randomly from the database, which reduces the chances of memorizing the questions.

EXISTING SYSTEM:

The whole process of assigning test and evaluating their scores after the test, was done manually till date. Processing the test paper i.e. checking and distributing respective scores used to take time when the software was not installed.

DISADVANTAGES OF CURRENT SYSTEM:

- The current system is very time consuming.
- It is very difficult to analyze the exam manually.
- To take exam of more candidates more invigilators are required but no need of invigilator in case of on line exam.
- Results are not precise as calculation and evaluations are done manually.

The chances of paper leakage are more in current system as compared to proposed system. Result processing takes more time as it is done manually

PROPOSED SYSTEM:

- The online test created for taking online test has following features
- In comparison to the present system the proposed system will be less time consuming and is more efficient.
- Analysis will be very easy in proposed system as it is automated
- Result will be very precise and accurate and will be declared in very short span of time because calculation and evaluations are done by the simulator itself.
- The proposed system is very secure as no chances of leakage of question paper as it is dependent on the administrator only.

The logs of appeared candidates and their marks are stored and can be backup for future use

Modules

Admin

Login Form:

Here administrator has to login by using their unique username and password. Administrator is the only authorized person to access this module for security purpose. So other users don't get rights to access this module.

Update Test Results:

In this module admin update the student test results by getting the answers which has been given by the student while taking the online test. Admin will compare the answer given by the user with correct answer that has been stored in the database. Admin has the authority to decide when the result should be updated.

User

Student Registration:

Student has to register their personal details like rollno, department, year, class, section, semester, email and phone number, .This registration will used to avoid anonymous users. After registration process is completed students can take their online aptitude test. If Student doesn't have account to login, he has to first register.

View Results:

After completing their online aptitude test, student can view their results if the admin update the result, or else Student will receive the intimation from the administrator, after getting the intimation from the administrator, student can login to the system and view their results.

Staff Registration:

Staff has to register their details like staff id, department, email and phone number, .This registration will used to avoid anonymous users. After registration process is completed staff can evaluate student aptitude test. If staff doesn't have account to login, he has to first register.

Update Question:

In this module staff will update different aptitude question with answers. He can update aptitude questions in different areas like analytical reasoning, logical thinking, quantitative aptitude questions etc. These questions are updated in their respective sections of database.

Update Test Results:

In this module admin update the student test results by getting the answers which has been given by the student while taking the online test. Admin will compare the answer given by the user with correct answer that has been stored in the database. Admin has the authority to decide when the result should be updated.

SOFTWARE ENVIRONMENT

PHP

PHP stands for Hypertext Preprocessor. PHP scripts run inside Apache server or Microsoft IIS. PHP and Apache server are free. PHP code is very easy. PHP is the most used server side scripting language. PHP files contain PHP scripts and HTML. PHP files have the extension "php", "php3", "php4", or "phtml".

Using PHP

- Generate dynamic web pages. PHP can display different content to different user or display different content at different times of the day.
- Process the contents of HTML forms. We can use a PHP to retrieve and respond to the data entered into an HTML form.

- Can create database-driven web pages. A PHP can insert new data or retrieve existing data from a database such a MySQL.

Working of PHP

PHP is a standard HTML file that is extended with additional features. Like a standard HTML file, PHP contains HTML tag that can be interpreted and displayed by a web browser. Anything we could normally place in an HTML file Java applets, Blinking text, server side scripts .we can place in PHP. However, PHP has three important features that make it unique.

- PHP contains server side scripts.
- PHP provides several built-in objects.

HYPER TEXT MARKUP LANGUAGE (HTML)

HTML is an application of the Standard Generalized Markup Language (SGML), which was approved as an international standard in the year 1986. SGML provides a way to encode hyper documents so they can be interchanged.

SGML is also a Meta language for formally describing document markup system. Infact HTML uses SGML to define a language that describes a WWW hyper document's structure and inter connectivity.

Following the rigors of SGML, TBL bore HTML to the world in 1990. Since then, many of us have it to be easy to use but sometimes quite limiting. These limiting factors are being addressed but the World Wide Web Consortium (aka W3c) at MIT. But HTML had to start somewhere, and its success argues that it didn't start out too badly.

Database:

A database is simply a collection of used data just like phone book. MySQL database include such objects as tables, queries, forms, and more.

Tables:

In MySQL tables are collection of similar data. With all tables can be organized differently, and contain mostly different information- but they should all be in the same database file. For instance we may have a database file called video store. Containing tables named members, tapes, reservations and so on. These tables are stored in the same database file because they are often used together to create reports to help to fill out on screen forms.

Relational database:

MySQL is a relational database. Relational databases tools like access can help us manage information in three important ways.

- Reduce redundancy
- Facilitate the sharing of information
- Keep data accurate.

Fields

Fields are places in a table where we store individual chunks of information.

Primary key and other indexed fields:

MySQL use key fields and indexing to help speed many database operations. We can tell MySQL, which should be key fields, or MySQL can assign them automatically.

Controls and objects:

Queries are access objects us display, print and use our data. They can be things like field labels that we drag around when designing reports. Or they can be pictures, or titles for reports, or boxes containing the results of calculations.

Queries and dynasts:

Queries are request to information. When access responds with its list of data, that response constitutes a dynaset. A dynamic set of data meeting our query criteria. Because of the way access is designed, dynasts are updated even after we have made our query.

Forms:

Forms are on screen arrangement that make it easy to enter and read data. we can also print the forms if we want to. We can design form our self, or let the access auto form feature.

Reports:

Reports are paper copies of dynaset. We can also print reports to disk, if we like. Access helps us to create the reports. There are even wizards for complex printouts.

Properties:

Properties are the specification we assigned to parts of our database design. We can define properties for fields, forms, controls and most other access objects.

DESIGN AND DEVELOPMENT PROCESS

FUNDAMENTAL DESIGN CONCEPTS

System design is a “how to” approach to creation of a new system. System design goes through 2 phases. They are

- Logical design

- Physical design

Logical design reviews the present physical system, prepares input and output specifications, makes edit security and control specifications

Physical design maps out the details of the physical system, plans, system implementation, device a test and implementation plan.

DESIGN PROCESS

INPUT DESIGN

Input design is the process of converting the user-oriented. Input to a computer based format. The goal of the input design is to make the data entry easier , logical and free error. Errors in the input data are controlled by the input design. The quality of the input determines the quality of the system output.

All the data entry screen are interactive in nature, so that the user can directly enter into data according to the prompted messages. The user are also can directly enter into data according to the prompted messages. The users are also provided with option of selecting an appropriate input from a list of values. This will reduce the number of error, which are otherwise likely to arise if they were to be entered by the user itself.

Input design is one of the most important phase of the system design. Input design is the process where the input received in the system are planned and designed, so as to get necessary information from the user, eliminating the information that is not required. The aim of the input design is to ensure the maximum possible levels of accuracy and also ensures that the input is accessible that understood by the user. The input design is the part of overall system design, which requires very careful attention. If the data going into the system is incorrect then the processing and output will magnify the errors.

The objectives considered during input design are:

- Nature of input processing.
- Flexibility and thoroughness of validation rules.
- Handling of properties within the input documents.
- Screen design to ensure accuracy and efficiency of the input relationship with files.
- Careful design of the input also involves attention to error handling, controls, batching and validation procedures.

Input design features can ensure the reliability of the system and produce result from accurate data or they can result in the production of erroneous information.

Data Flow Diagram (DFD)

The first step is to draw a data flow diagram (DFD). The DFD was first developed by Larry Constantine as a way of expressing system requirements in graphical form.

A DFD also known as a "bubble chart" has the purpose of clarifying system requirements and identifying major transformations that will become programs in system design. So, it is the starting point of the design phase that functionally decomposes the requirements specifications down to the lowest level of detail. A DFD consists of series of bubbles join by the data flows in the system.

The purpose of data flow diagrams is to provide a semantic bridge between users and systems developers. The diagrams are:

- Graphical, eliminating thousands of words;
- Logical representations, modeling WHAT a system does, rather than physical models showing HOW it does it;
- Hierarchical, showing systems at any level of detail; and
- jargon less, allowing user understanding and reviewing.

The goal of data flow diagramming is to have a commonly understood model of a system. The diagrams are the basis of structured systems analysis. Data flow diagrams are supported by other techniques of structured systems analysis such as data structure diagrams, data dictionaries, and procedure-representing techniques such as decision tables, decision trees, and structured English.

External Entity

An external entity is a source or destination of a data flow, which is outside the area of study. Only those entities, which originate or receive data, are represented on a business process diagram. The symbol used is an oval containing a meaningful and unique identifier.

Process

A process shows a transformation or manipulation of data flows within the system. The symbol used is a rectangular box, which contains 3 descriptive elements: Firstly an identification number appears in the upper left hand corner. This is allocated arbitrarily at the top level and serves as a unique reference. Secondly, a location appears to the right of the identifier and describes where in the system the process takes place.

Data Flow

A data flow shows the flow of information from its source to its destination. A data flow is represented by a line, with arrowheads showing the direction of flow. Information always flows to or from a process and may be written, verbal or electronic. Each data flow may be referenced by the processes or data stores at its head and tail, or by a description of its contents.

Data Store

A data store is a holding place for information within the system: It is represented by an open ended narrow rectangle. Data stores may be long-term files such as sales ledgers, or may be short-term accumulations: for example batches of documents that are waiting to be processed. Each data store should be given a reference followed by an arbitrary number.

Resource Flow

A resource flow shows the flow of any physical material from its source to its destination. For this reason they are sometimes referred to as physical flows. The physical material in question should be given a meaningful name. Resource flows are usually restricted to early, high-level diagrams and are used when a description of the physical flow of materials is considered to be important to help the analysis.

OUTPUT DESIGN

The output form of the system is either by screen or by hard copies. Output design aims at communicating the results of the processing of the users. The reports are generated to suit the needs of the users .The reports have to be generated with appropriate levels. In our project outputs are generated by asp as html pages. As its web application output is designed in a very user-friendly this will be through screen most of the time.

CODE DESIGN

The main purpose of code design is to simplify the coding and to achieve better performance and quality with free of errors. The coding is prepared in such a way that the internal procedures are more meaningful validation manager is displayed for each column. The coding of the variables is done in such a way that one other than person who developed the packages can understand its purpose.

To reduce the server load, the project is designed in a way that most of the Validation of fields is done as client side validation, which will be more effective.

DATABASE DESIGN

The database design involves creation of tables that are represented in physical database as stored files. They have their own existence. Each table constitute of rows and columns where each row can be viewed as record that consists of related information and column can be viewed as field of data of same type. The table is also designed with some position can have a null value.

The database design of project is designed in such a way values are kept without redundancy and with normalized format.

DEVELOPMENT APPROACH

TOP DOWN APPROACH

The importance of new system is that it is user friendly and a better interface with user's working on it. It can overcome the problems of manual system and the security problem.

Top down approach of software development is the incremental approach to the construction of program structure. Modules are integrated by moving through the control hierarchy, beginning with the main control module. Module subordinate to the main control modules is incorporate into the structure in either a depth first or breadth first manner.

The top down approach is performed in a serious of five steps

1. The main module that is overall software is divided into five modules that are under the control of the main control module.
2. Depending on the top down approach selected subordinate stubs is replaced one at a time with actual components.
3. Tests are conducted as each component is integrated
4. On completion of each test another stub is replaced with real time component.
5. Regression testing may be conducted to ensure the new errors have not been introduced.

TESTING AND IMPLEMENTATION

SYSTEM TESTING

It is the process of exercising software with the intent of finding and ultimately correcting errors. This fundamental philosophy does not change for web applications, because web based system and applications reside on network and inter-operate with many different operating systems, browsers, hardware platforms and communication protocols. Thus searching for errors is significant challenge for web applications.

Testing issues:

1. Client GUI should be considered.
2. Target environment and platform considerations
3. Distributed database considerations
4. Distributed processing consideration

TESTING AND METHODLOGIES

System testing is the state of implementation, which is aimed at ensuring that the system works accurately and efficiently as expect before live operation, commences. It certifies that the whole set of programs hang together System testing requires a test plan that consists of several key activities and steps for run program, string, system and user acceptance testing. The implementation of newly design package is important in adopting a successful new system

Testing is important stage in software development. System test is implementation should be a confirmation that all is correct and an opportunity to show the users that the system works as they expected It accounts the largest percentage of technical effort in software development process.

Testing phase is the development phase that validates the code against the functional specifications. Testing is a vital to the achievement of the system goals. The objective of testing is to discover errors. To fulfill this objective a series of test step such as the unit test, integration test, validation and system test where planned and executed.

Unit testing

Here each program is tested individually so any error apply unit is debugged. The sample data are given for the unit testing. The unit test results are recorded for further references. During unit testing the functions of the program unit validation and the limitations are tested.

Unit testing is testing changes made in a existing or new program this test is carried out during the programming and each module is found to be working satisfactorily. For example in the registration form after entering all the fields we click the submit button. When submit button is clicked, all the data in form are validated. Only after validation entries will be added to the database.

Unit testing comprises the set of tests performed by an individual prior to integration of the unit into large system. The situation is illustrated in as follows

Coding-> Debugging ->Unit testing -> Integration testing

The four categories of test that a programmer will typically perform on a program unit

1. Functional test
2. Performance test
3. Stress Test
4. Structure test

Functional test involve exercising the code with nominal input values for which the expected results are known as well as boundary values and special values.

Performance testing determines the amount of execution time spent in various parts of unit program through put and response time and device utilization by the program.

A variation of stress testing called sensitivity testing in same situations a very small range of data contained in a bound of valid data may cause extreme and even erroneous processing or profound performance degradation.

Structured testing is concerned with a exercising the internal logic of a program and traversing paths. Functional testing, stress testing performance testing are referred as “black box” testing and structure testing is referred as “white box” testing

VALIDATION TESTING

Software validation is achieved through a serious of testes that demonstrate conformity with requirements. Thus the proposed system under consideration has been tested by validation & found to be working satisfactory.

OUTPUT TESTING

Asking the user about the format required by them tests the output generated by the system under consideration .It can be done in two ways, One on screen and other on printer format. The output format on the screen is found to be correct as the format designed n system test.

SYSTEM TESTING

In the system testing the whole system is tested for interface between each module and program units are tested and recorded. This testing is done with sample data. The securities, communication between interfaces are tested

System testing is actually a series of different tests whose primary purpose is to fully exercise the computer based system although each test has a different purpose all work to verify that all system elements properly integrated and perform allocate function.

It involves two kinds of activities namely

1. Integrated testing
2. Acceptance testing

Integrated testing

Integrated testing is a systematic technique for constructing tests to uncover errors associated with interface.

Objective is to take unit tested modules and build a program structure that has been dictated by design

Acceptance testing

Acceptance testing involves planning an execution of a functional test, performance test and stress test to verify that the implemented system satisfies the requirement.

The acceptance testing is the final stage of the user the various possibilities of the data are entered and the results are tested.

Validation testing

Software validation is achieved through a series of test that demonstrates the conformity and requirements. Thus the proposed system under consideration has to be tested by validation and found to be working satisfactorily. For example in customer enters phone number field should contain number otherwise it produces an error message similarly in all the forms the fields are validated

Testing results

All the tests should be traceable to customer requirements the focus of testing will shift progressively from programs Exhaustive testing is not possible To be more effective testing should be which has probability of finding errors

The following are the attributes of good test

1. A good test has a probability of finding a errors

2. A good test should be “best of breeds”

3. A good test to neither simple nor too complex

QUALITY ASSURANCE

Quality assurance consists of the auditing and reporting functions of management. The goal of quality assurance is to provide management with the data entries necessary to be informed about the product quality thereby gaining the goal of insight and confidence that the product quality is meeting

Greater emphasis on quality in organization requires quality assurance. To be an integral part of the information system development .The development process must include checks throughout the process to ensure that the final product meets the original user requirements.

Quality assurance thus becomes an important component of the development process It's included in the industry standard (IEEE 1993) On the development process quality assurance process is integrated into a linear development cycle through validation and verification performed at crucial system development steps .The goals of the management is to institute and monitor a quality assurance program with in the development process

Quality assurance induces

1. Validation of the system against requirements

2. Checks for errors in design documents and in the system itself

3. Quality assurance for usability

Quality assurance Goals:

Correctness: The extent to which the program meets the system specifications and user objectives

Reliablility: The degree to which the system performs its intended functions overtime

Efficiency: The amount of computer resources required by a program to perform a function

Usability: The effort required learning and operating a system

Maintainability: To use with which program errors are located and corrected

Testability*:* The effort required a testing a program to ensure its correct performance

Portability: To ease of transporting a program from hardware configuration to another

Accuracy: The required position in input editing computation and output

GENERIC RISKS

Risk identification is the systematic attempt to specify threats to the project plan (estimates the schedule resource overloading etc.). By identifying know and predictable risk the first step is to avoiding them. When possible and controlling them when necessary there are two types of risk.

1. Generic Risk
2. Product specific risk

Generic risks are potential threats to every software project. Only those with a clear understanding of technology can identify product specific risk The people and the environment that is specific to the project at a hand and to identify the product specific risk and the project the plan and the software statement of scope are examined and answer to the following question is developed.

What special characteristics of this product may threaten the project plan.

One method for identifying risk is to create a risk item and checklists. The checklist can be used for risk identification and focus on some subset to know and predictable risk in the following sub categories.

1. Product risk
2. Risk associated with overall size of software to built or modified
3. Business imparts
4. Risk associated with constraints imposed with management
5. Customer characteristics

Risk associated with sophisticated of the customer and developers ability to communicate with the customer in a timely manner.

Different categories of risks are considered

Project Risks

It identify a potential budgetary, schedule, personnel like staffing, organizing, resource, customer requirement, problems and their impact on a software project

Technical risks

Technical risks identify potential design implementation interface, verification, and maintenance problems.

SECURITY TECHNOLOGIES AND POLICIES

Any system developed should be secured & protected against possible hazards. Security measures are provided to prevent unauthorized access to database at various levels. Password protection & simple procedures to change the unauthorized access are provided to the users.

The user will have to enter the user name and password and if it is validated he can participate in auction. Otherwise if he/she is a new user he should get registered and then he can place an order

When he/she registered they should provide authentication through jpg files (like ration card Xerox, voter identity card Xerox). A multi layer security architecture comprising firewalls filtering routers encryption & digital certification must be assured in this project in real time that order details are protected from unauthorized access.

SYSTEM IMPLEMENTATION

Implementation is the stage in the project where the theoretical design is turned into a working system. The most crucial stage is achieving a successful new system and giving a user confidence in that the new system will work efficiently and effectively in the implementation stage. The stage consist of

- Testing a developed program with sample data
- Detection and correction of error
- Creating whether the system meets a user requirement.
- Making necessary changes as desired by users.
- Training user personal

IMPLEMENTATION PROCEDURES

The implementation phase is less creative than system design. A system design may be dropped at any time prior to implementation, although it becomes more difficult when it goes to the design phase. The final report of the implementation phase includes procedural flowcharts, record layouts, and a workable plan for implementing the candidate system design into a operational design.

USER TRAINING

It is designed to prepare the users for testing & converting the system. There is several ways to trail the users they are:

1) User manual

2) Help screens

3) Training demonstrations.

1) User manual:

The summary of important functions about the system & software can be provided as a document to the user. User training is designed to prepare the user for testing and convening a system

The summary of important functions about the system and the software can be provided as a document to the user

1. Open http page
2. Type the file name with URL index .php in the address bar
3. Index. php is opened existing user the type the username and password
4. Click the submit button

2) Help screens:

This features now available in every software package, especially when it is used with a menu. The user selects the "Help" option from the menu. The System success the necessary description or information for user reference.

3) Training demonstration:

Another user training element is a training demonstration. Live demonstration with personal contact is extremely effective for training users.

OPERATIONAL DOCUMENTATION

Documentation means of communication; it establishes the design and performance criteria of the project. Documentation is descriptive information that portrays the use and /or operation of the system. The user will have to enter the user name and password if it is valid he participate in auction. Otherwise if it is new user he needs to register

Documentation means of communication; it establishes design & performance criteria for phases of the project. Documentation is descriptive information that portrays he use &/or operation of the system.

1) Documentation tools:

Document production & desktop publishing tool support nearly ever aspect of software developers. Most software development organizations spend a substantial amount of time developing documents, and in many cases the documentation process itself is quite inefficient. It is not use unusual for a software development effort on documentation. For this reason, Documentation tools provide an important opportunity to improve productivity.

2) Document restructuring:

Creating document is far too timed consuming. If the system work's, we'll live with what we have. In some cases, this is the correct approach. It is not possible to recreate document for hundreds of computer programs.

Documentation must be updated, but we have limited resources. It may not be necessary to fully redocument an application. Rather, those portions of the system that are currently undergoing change are fully documented.

The system is business critical and must be fully redocumented. Even in this case, an intelligent approach is to pare documentation to an essential minimum.

SYSTEM MAINTENANCE

Maintenance is actually implementation of the review plan as important as it is programmers and analyst is to perform or identify with him or herself with the maintenance. There are psychologically personality, and professional reasons for this. Analyst and programmers spend fair more time maintaining programmer then they do writing them Maintenances account for 50-80% of total system development. Maintenance is expensive .One way to reduce the maintenance costs are through maintenance mgt and software modification audits Types of maintenance are

1. Perfective maintenance
2. Preventive maintenance

Perfective maintenance:

Changes made to the system to add features or to improve the performance.

Preventive maintenance:

Changes made to the system to avoid future problems. Any changes can be made in the future and our project can adopt the changes.

MYSQL

MySQL Server is a powerful database management system and the user can create application that requires little or no programming. It supports GUI features and an entire programming language, Phpmyadmin which can be used to develop richer and more developed application. There are quite a few reasons, the first being that MySQL is a feature rich program that can handle any database related task you have. You can create places to store your data build tools that make it easy to read and modify your database contents, and ask questions of your data. MySQL is a relational database, a database that stores information about related objects. In MySQL that database means a collection of tables that hold data. It collectively stores all the other related objects such as queries, forms and reports that are used to implement function effectively.

The MySQL database can act as a back end database for PHP as a front end, MySQL supports the user with its powerful database management functions. A beginner can create his/her own database very simply by some mouse clicks. Another good reason to use MySQL as backend tool is that it is a component of the overwhelmingly popular Open source software.

Conclusion:

This way the objectives mentioned in this project have been met and taken care of by writing the code for giving exams, taking exams and grading exams and providing a powerful tool in the professor/teacher's hands.

Future Work:

A lot can be added and this can be made into a complete commercial system, which will extend and support the complete education framework.

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